



Sport Axis
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Adult Basketball League Policies and Procedures

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For all league questions and to report any schedule forfeits, call #720-772-7482.

SCHEDULE AND STANDINGS CAN BE FOUND ON TOURNEY ENGINE LEAGUE SITE AND WWW.SPORTAXIS.COM/BBALLEAGUE

1. Sport Axis Adult Basketball League Policies and Procedures

Welcome to the Sport Axis Adult Basketball League. This publication provides standard regulations for all Adult 5 on 5 Basketball Leagues conducted by Sport Axis and affiliates. The League is also governed by the rules set by the National Federation of State High School Associations (NFHS).

2. Basic Philosophy

One of the goals of Sport Axis is to provide opportunities for athletes to develop and hone their skills, while promoting healthy mind, body, and spirit. The Adult Basketball League provides the community with an opportunity to participate in an organized sports activity. The leagues are set-up for competitive play but the overall goal is enjoyable participation for all. Sport Axis is not offering professional leagues.

3. League Regulations

- 3.1. A team must have paid all fees and have a team roster on file before considered registered and entered in the league. All teams will be listed on our website and Tourney Engine prior to the season starting.
- 3.2. After the first regular scheduled game, all teams forfeit the right to their entry fees unless the entire league is disbanded, whereby all teams will be refunded their entry fee minus all costs incurred by the league up to that point.
- 3.3. Sport Axis reserves the right to establish rules and regulations at any time deemed necessary for the efficient operation of the league. Further, all rules and regulations will be interpreted by staff as deemed necessary to ensure a smooth and consistent program in keeping with the standards and intent of adult leagues.

4. Game Regulations

4.1. **Game Time**

- 4.1.1. will begin within 5 minutes of scheduled game time unless scorekeeper and official determine schedule delays are present.
 - 4.1.1.1. If a team cannot field at least four (4) players by this allocated time, the team will forfeit.
- 4.1.2. Teams will be allowed to warmup for 3-5 minutes before game start.
- 4.1.3. Games will consist of two (2) twenty (20) minute halves with a 5 minute half time.
- 4.1.4. Game clock will be running except for:
 - 4.1.4.1. The final two (2) minutes of the second half (unless there is a point differential of at least 20 points).

- 4.1.4.2. An injury occurs requiring stoppage of the game clock at the discretion of the officials.
- 4.1.4.3. A time out is called.
- 4.1.4.4. If the difference in score is more than 10 points.
- 4.1.5. If teams are tied at end of regulation time, a two-minute overtime period will be played and clock will stop during the final 30 seconds of the overtime period. This continues until a winner is determined.
- 4.1.6. Officials may correct a mistake by scorekeepers and stop the clock at the request of a team manager. If no error is determined, the team is charged with a timeout.
- 4.1.7. Each team receives three (3) full time-outs per game (1 minute) and one (1) per overtime period.
- 4.1.8. No game shot clock.
- 4.1.9. If the difference in score is more than 20 points with 2 minutes left, the game will be called final.

4.2. **FOULS**

- 4.2.1. A player who receives two technical fouls in a game will be ejected from the game and facility immediately. If a player accumulates four (4) technical fouls in a season, they will be suspended from the league.
 - 4.2.1.1. Excludes jersey violation technicals.
 - 4.2.1.2. A fan receiving an ejection from the facility will result in a TECHNICAL FOUL on the manager of that team and will be recorded for the season.
- 4.2.2. DUNKING is permitted only during the game and will result in a pre-game TECHNICAL FOUL. No hanging on rims is allowed and any hanging determined by the officials will result in a TECHNICAL FOUL.
- 4.2.3. Any player receiving a TECHNICAL FOUL before or during a game for **unsportsmanlike conduct** is required to be removed from play for three (3) consecutive minutes. That player may not return to play until the penalty has been served. The scorekeeper will track the time on the game clock.
- 4.2.4. All technical fouls result in two shots and possession at half-court.
- 4.2.5. Bonus shots – 1 & 1 will be shot on the 7th-9th team fouls and 2 shots on the 10th team fouls per half. Free throws will be played on the release.
- 4.2.6. A player fouls out on 5 personal fouls.

5. Officials

It is easier to obtain good teams than good officials. Unethical action by some coaches and players has caused many excellent officials to leave officiating; and consequently, there is a shortage of qualified persons to perform this important function. When an official assesses a penalty or makes a decision, he is simply doing his/her duty. Officials are contractors of Sport Axis and not the teams. It is the official's duty to uphold the integrity of the game; and their decisions, even though occasionally a mistake in

judgment, are final, conclusive and must be accepted! It is then the team managers responsibility to request an interpretation if needed. Other players must refrain from conferring with the officials.

- 5.1. Sport Axis contracts for two officials per game and intends to play each game with two officials.
- 5.2. The officials are expected to treat players in a professional and respectful manner and uphold all the rules and policies in this manual.
- 5.3. If only one official is available, a game may be officiated by one official and will be considered an official game.
- 5.4. In the event no officials are available, teams can mutually agree to one of the following:
 - 5.4.1. Solicit a volunteer to officiate. The volunteer will be paid officiating fee and game considered official.
 - 5.4.2. Play a self-officiated game, considered official, and teams split the officiating fee.
 - 5.4.3. Declare the game a no-contest, neither team's standings affected, and fees split between the teams.
- 5.5. Once a game has begun, it is considered an official game and cannot be replayed.
- 5.6. Officials will handle the balls after every whistle.

6. Scorekeeper and Score Reporting

- 6.1. Managers must check in with the scorekeeper prior to the game and sign off on registered roster players.
- 6.2. Scorekeeper's official scorebook will keep track of the score and fouls. Managers must sign off at completion of game.
- 6.3. No individual statistics are maintained.
- 6.4. Score and time will be displayed on electronic scoreboards. A discrepancy must be brought up to the officials/scorekeeper by the team manager only.
- 6.5. Possession arrow will dictate jump ball situations and will alternate on possessions.
- 6.6. Official scores and standings will be updated weekly on the league website and portal page.

7. Team and Player Eligibility

- 7.1. A player may participate in the league only if the player's name, address, city they live in, zip code, telephone number, driver license number and signature appear on the official team roster.
- 7.2. Any player participating under an assumed name or false address will be considered an ineligible player and shall suffer suspension for the remainder of the season and potential ban from the facility.
 - 7.2.1. **PENALTY:** All games will be forfeited in which the ineligible player participated.
- 7.3. Players must be eighteen (18) years of age or older and out of high school.

7.4. Roster Additions:

7.4.1. All players added must be legally added to the team roster in person or by e-mail by 24 hours prior to game day. All players must fill out and sign liability waiver paperwork before they play.

7.4.2. Teams must have a minimum of six (6) players on their roster. Teams may carry a maximum of fourteen (14) players on their roster.

7.4.3. **No roster additions or withdrawals can be made after the fourth league game.**

7.5. A player may only play in one (1) league and on one (1) team on that particular league day during any season in Sport Axis Adult Basketball League.

7.5.1. **PENALTY:** The player will be suspended for two games from the date of the detection and all teams he played on may forfeit the games the player participated in.

7.6. Sport Axis staff maintains the prerogative to disqualify any player or team, at any time, if it is in the best interest of the league.

7.7. Teams must have at least four (4) players on the court to consider the game official. Any less than four (4) players and the team will forfeit the game.

7.8. Team Managers:

7.8.1. Each team must designate a team manager prior to every game. This player is the only sanctioned player to interact with officials during a game.

7.8.1.1. Managers may discuss rule interpretations but must NOT discuss judgment calls.

7.8.1.2. Managers must be respectful in communications. Any disrespect is penalized by a **TECHNICAL FOUL**.

7.8.2. Team Managers are responsible for all conduct of their players and fans at the game. Any misconduct is penalized with a **TECHNICAL FOUL**.

7.8.3. The team's manager is responsible to disclose the full name of any player assessed a technical foul or ejected. The game will not resume until this information is disclosed. If a manager refuses to disclose a player's information after the game, he (the manager) will be assessed a **TECHNICAL FOUL** and be held out of future games until the name is disclosed.

8. Equipment

8.1. The league will provide a scorekeeper, two (2) officials, courts, court maintenance, lights, rule packets, online standings and results, and other such equipment or materials as required for the efficient conduct of the league.

8.2. Each team is required to bring an official men's regulation (29") game ball. If teams cannot agree to which ball is used during a game, each team's ball will be used for one half.

8.3. Jerseys:

8.3.1. Teams must have jerseys of the same color and permanent numbers for each player in every game (including the first game).

8.3.2. Numbers must be permanent and at least 6 inches high.

8.3.3. Tape on numbers will not be permitted.

8.3.4. Legible, numbers with permanent marker (see clause III-a-i) will be permitted.

8.3.5. Tee shirts are acceptable.

8.4. Non-Jersey Penalty:

8.4.1. Any player who does not have a jersey that meets the above criteria will be assessed a pre-game technical foul for each infraction.

8.4.1.1. Players will be warned for the first infraction and then not allowed to play in subsequent games.

8.4.1.2. **This rule will be enforced, including the first week of play.**

9. Player Conduct

9.1. Sport Axis Adult Basketball league is a recreational program which aims to create a welcoming environment for all players. As such, the following conduct expectations are in place for all adult basketball games.

9.2. The following actions may result in a technical foul:

9.2.1. Use of profanity;

9.2.2. Complaining about or questioning an official's call by a non-team manager;

9.2.3. Persistent complaint about judgment calls by any player (including managers);

9.2.4. Abusive or profane language by a spectator (team technical shall be assessed).

9.3. The following actions shall result in a technical foul, double technical (ejection) or flagrant foul

9.3.1. Use of profanity toward an official or an opposing player;

9.3.2. Making a comment that is personal in nature to or about an official or opposing player;

9.3.3. Any attempt to "bait," taunt or otherwise instigate an opponent;

9.3.4. An attempt to physically intimidate an opponent or official.

9.4. Any physical contact with an official will result in ejection from the league and notification to authorities.

9.5. The officials' jurisdiction begins from the time a player arrives on site until the player leaves. Actions that occur, before, during and after games are all subject to a technical foul, flagrant foul or ejection.

9.6. Alcohol and tobacco is not permitted to be on-site during any Sport Axis activities.

9.7. Any player who is found to be fighting will be ejected from the game and may be ejected from the league for the remainder of the season.

9.8. The officials have the right to halt and discontinue any game if it is believed that allowing a game to continue may result in a fight or an out of control situation.

9.9. Any team which consistently exhibits poor sportsmanship may be eliminated from the league with a forfeiture of all fees.

9.10. Officials and teams shall report all poor sportsmanship to the league director.

9.11. Any player ejected from a game will be suspended one game prior to being allowed back into the league.

10. League Standings and Playoffs

- 10.1. League Champions will be the team that wins the #1 seed vs #2 seed playoff game. Seeding will be determined based on the following:
- 10.2. Winning a game results in 1 point, 0 points for a loss, -1 points for a forfeit loss.
- 10.3. If teams are tied in point totals:
 - 10.3.1. Team with fewer forfeits wins; otherwise
 - 10.3.2. Team with fewer ejections wins; otherwise
 - 10.3.3. Best record head-to-head competition; otherwise
 - 10.3.4. Best record overall; otherwise
 - 10.3.5. Highest point differential in head-to-head competitions.

Sport Axis Code of Conduct

Sport Axis strives to provide a safe, friendly, competitive atmosphere for all our guests. In an effort to meet this goal, we are implementing a "CODE OF CONDUCT" for facilities usage. Please note all staff are instructed to have a ZERO TOLERANCE policy regarding the following:

- 1) No gum or chewing tobacco allowed. No exceptions. All food and drinks shall not be consumed on the hardwood courts. Water is the only drink permitted on the courts.
- 2) No hanging on basketball rims. Any damage to the hoop caused by dunking will be subject to inspection and potential repercussions to the involved party.
- 3) Athletic shoes and shirts must be worn at all times. No street shoes or marking shoes are allowed on the courts.
- 4) Foul language will not be tolerated.
- 5) Any fighting will result in 1 year suspension for the player and 3 month suspension for the reserving party.
- 6) No "trash talking, taunting or verbal abuse will be tolerated. No physical bullying, shoving, pushing or aggressive play is allowed.
- 7) Any actions interfering with Sport Axis staff from providing a safe and friendly environment will be cause for ejection.
- 8) Respect the facilities. Clean up after yourselves and leave the facility better than you found it.
- 9) Animals are prohibited from indoor facilities.
- 10) Music is only allowed if kept at a reasonable level and all parties involved in the game approve of the music being played. No profane music will be tolerated.
- 11) Adequate supervision must be provided for groups with persons less than 18 years of age. Any kids unsupervised will result in a team TECHNICAL FOUL to the team manager.

All visitors are welcome to use the facilities if they can abide by the code of conduct. Anyone unable to do so will be asked to leave the facilities. The Broomfield Police Department will be contacted for any cases disrupting or interfering with Sport Axis staff decisions and actions.